

PLANE LAUNCHER

WARNING!

- Use only under adult supervision and/or guidance - Only to be used by persons capable of understanding the safety aspects concerning misuse of the product.
- Recommended age 8+
- NOT suitable for children under 3 years
- Small parts could be a choking hazard
- DO NOT discharge an object other than the projectile provided with this toy
- DO NOT point directly at the face
- Rubber bands may contain latex
- DO NOT leave the launcher unattended, especially with children or adults who may not be familiar with the risks mentioned above.
- Retain these instructions for future reference



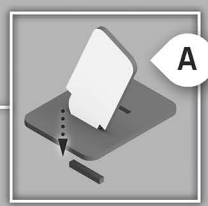
**KEEP ALL
THESE PIECES**



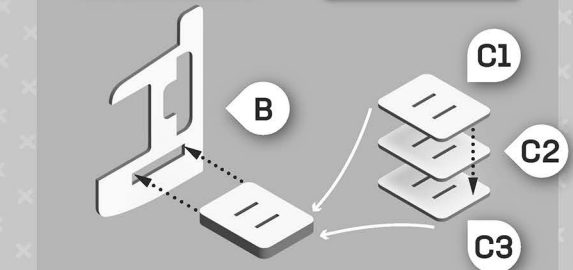
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TOP TIP

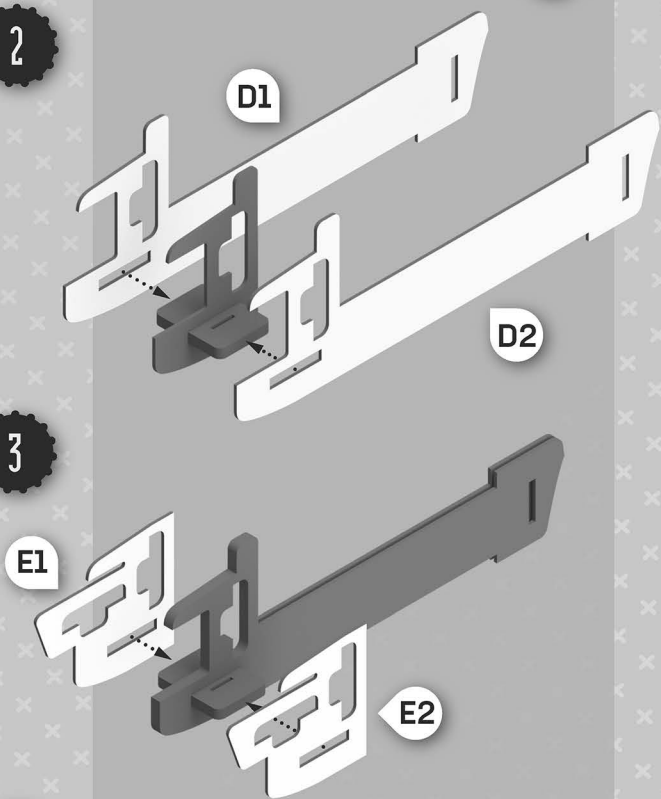
Part **A** can be used to help push out the smaller pieces



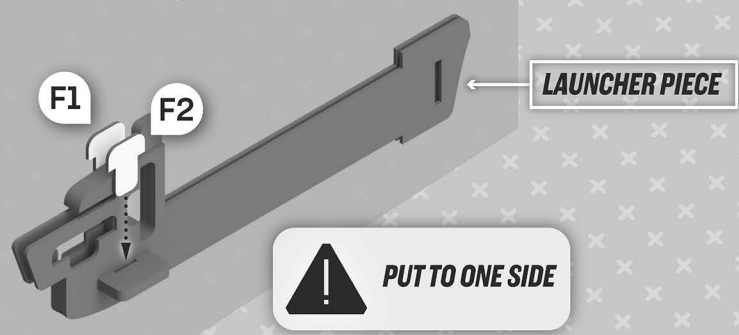
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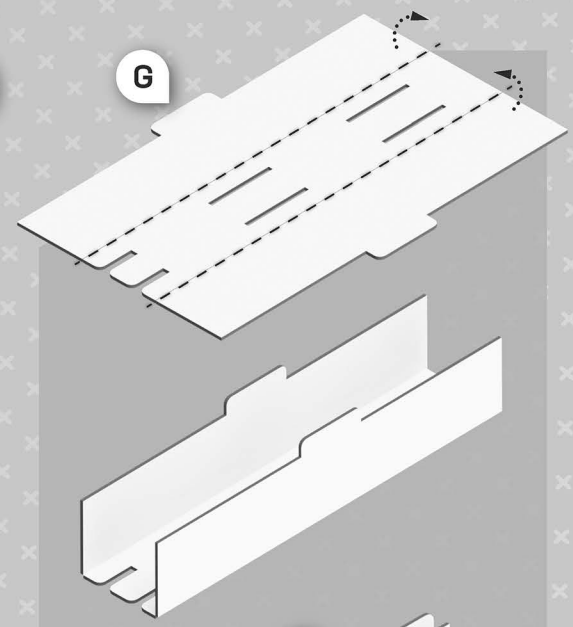
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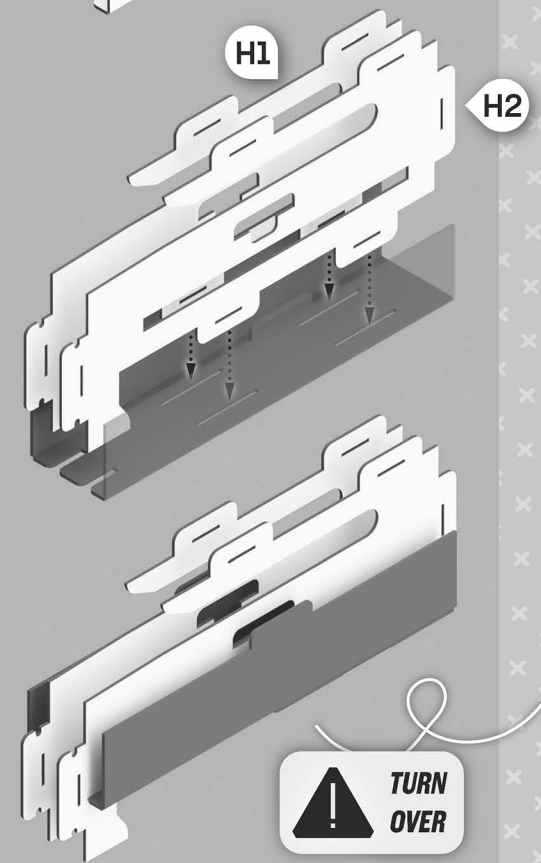
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5



6



**SCAN FOR VIDEO
INSTRUCTIONS
AND MORE!**

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7

J

11

8

K

9

12

10

13

LAUNCHER
PIECE

PULL

ELASTIC BANDS

BASE

**TURN
OVER**

Slot the tabs on the
base piece into the
holes in the side pieces.
Bend them outwards so
they make a 'V' shape.

BASE

SIDES

Loop the elastic bands around
the front of the launcher
piece as shown. Hold the
bands tightly in one hand as
you lower the launcher piece
into the two slots in the base



CLICK!

Slot piece **K**
underneath the tab
on the base piece.

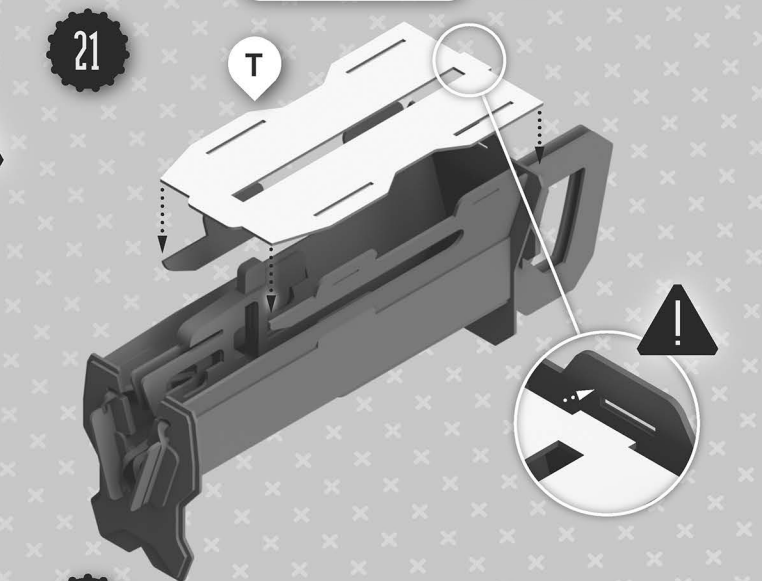
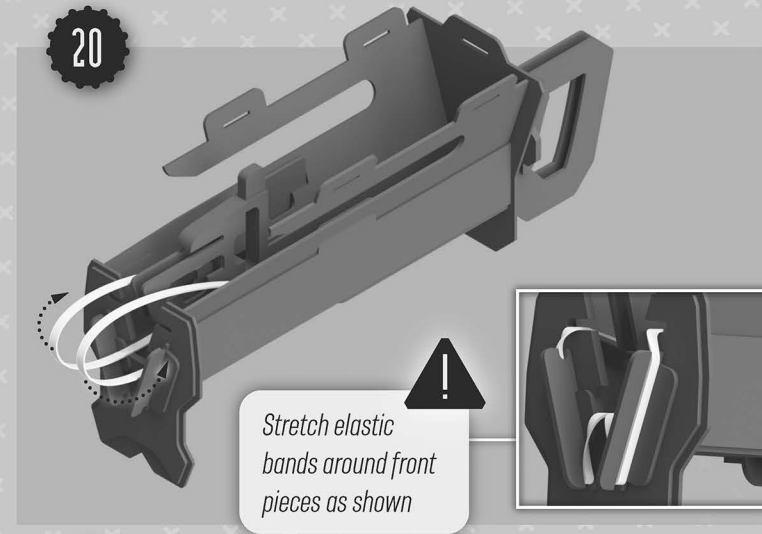
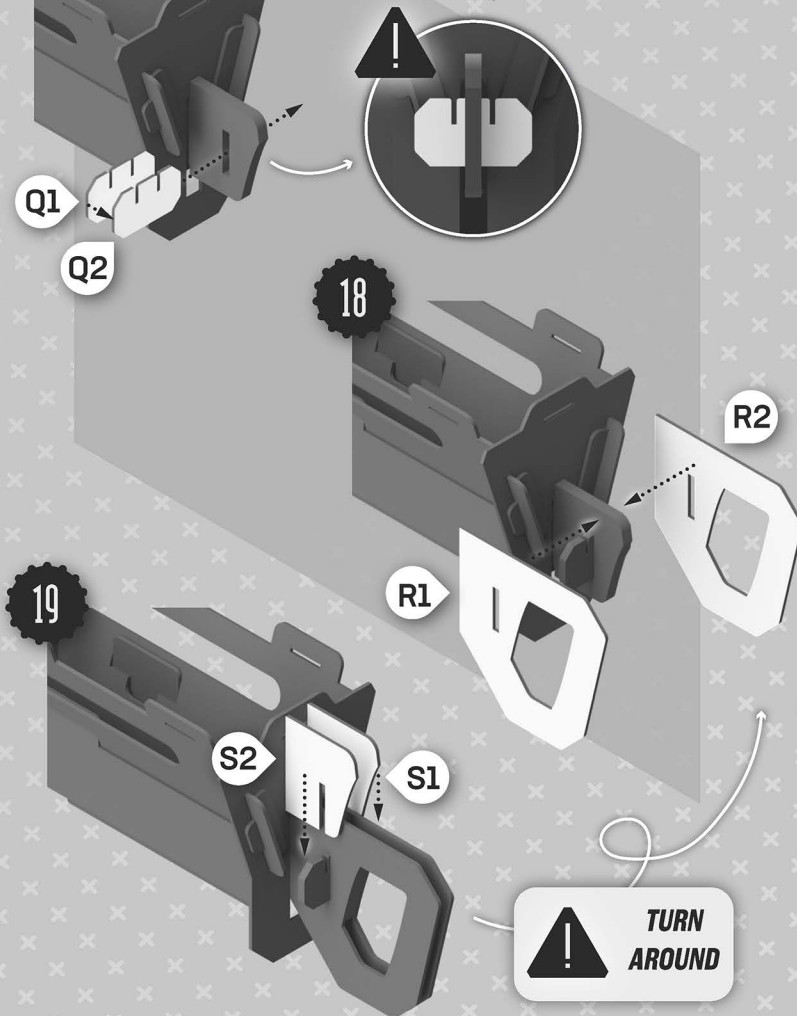
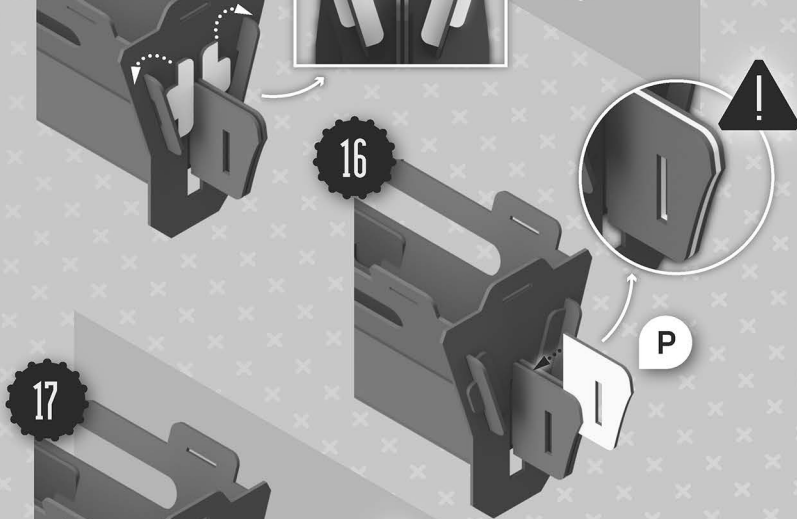
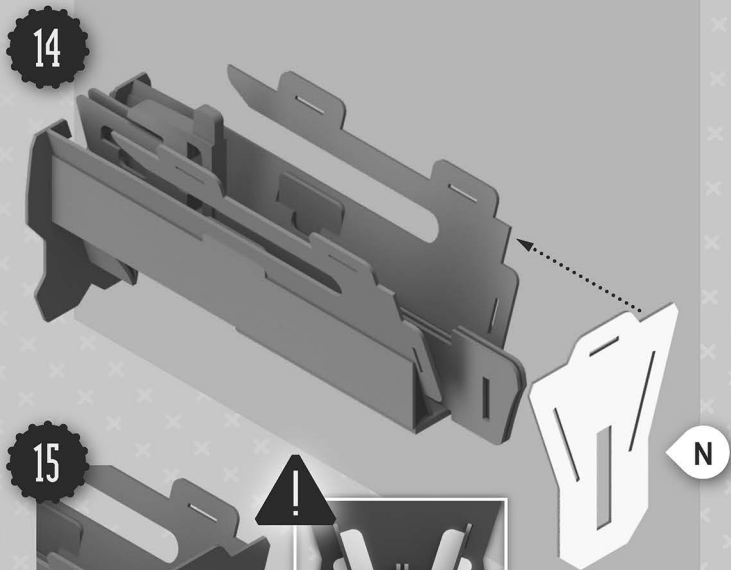


L

M

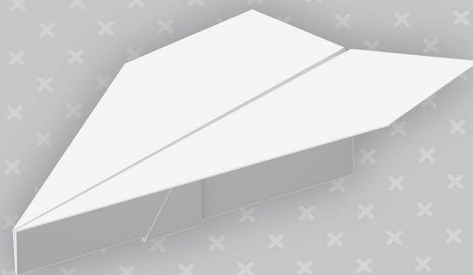
Push the pieces on
as far as they will go!

**TURN
AROUND**



MAKING THE PLANES

Included in this kit are 10 different plane designs. Each will give you different results when launched, try them all out to see which design you prefer! The instructions are printed on each plane. If you need help, check out our website for video instructions buildyourownkits.com. The planes are separated into different categories:

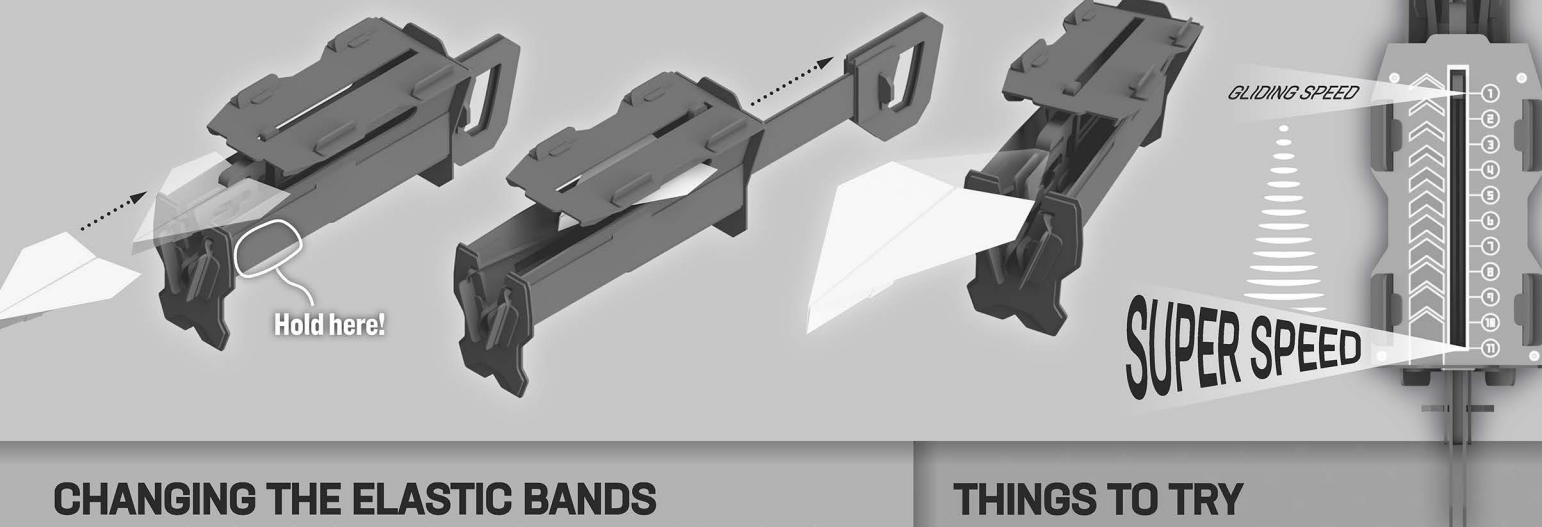


LAUNCHING A PLANE

- Hold the launcher near the front as shown
- Load paper plane into the slot
- Pull back the handle and release to launch the plane
- Use the scale on the top of the launcher to set the power
- Try not to squeeze the launcher as you pull the handle back

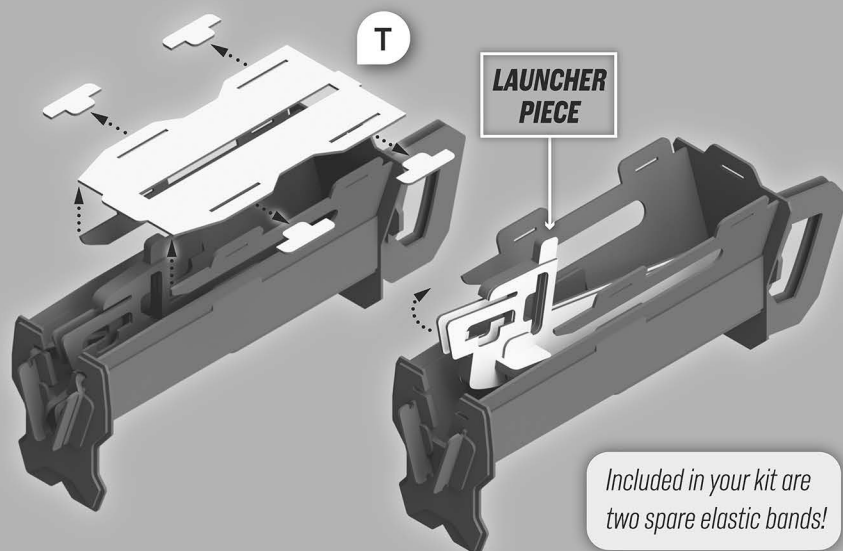


ONLY USE THE LAUNCHER TO LAUNCH THE PAPER PLANES PROVIDED



CHANGING THE ELASTIC BANDS

Remove the four locking tabs and top piece (T). Unhook any unbroken bands from the front of the launcher. Carefully lift 'launcher piece' from the long slots in the base. Remove broken bands and replace with one of the spares provided. Push 'launcher piece' back into the slots in the base and follow steps 20-22 to rebuild the launcher.



THINGS TO TRY

- Launch the planes at a slight upward angle instead of straight ahead.
- Change the power: some planes glide better at a slower speed (hint: try with planes 1-3).
- Bend up the edges of the wings: this can make planes more stable in the air. See what happens if you bend one up, one down!
- Add weights to the nose or wings of the planes (you can do this by folding over the paper a few times).
- Experiment and have fun!

GAMES TO PLAY

Use the markers as targets or distance markers to compete with your friends!

